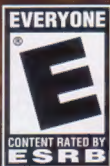




# MX UNLEASHED

INSTRUCTION MANUAL



rainbow  
STUDIOS





# SAFETY INFORMATION

## About Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## Other important health and safety information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

## Avoid damage to your television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

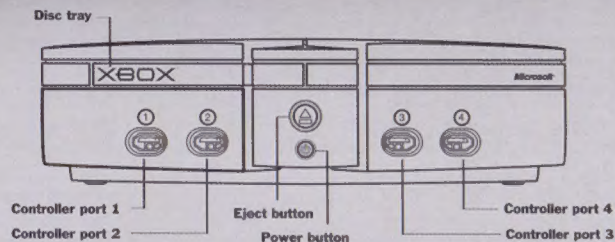
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# TABLE OF CONTENTS

Using the Xbox Video Game System . . . .	2
Using the Xbox Controller . . . . .	3
Introduction . . . . .	6
Main Menu . . . . .	7
Gameplay Screen . . . . .	8
Career Mode . . . . .	8
Racing Career . . . . .	8
Freestyle Career . . . . .	9
Hit Objectives . . . . .	9
Run Objectives . . . . .	10
Machine Race Objectives . . . . .	10
Stunt Objectives . . . . .	11
Supercross and Nationals Racing . . . . .	11
Freestyle Mode . . . . .	13
Trick System . . . . .	13
Profile Manager . . . . .	15
Pause Menu . . . . .	15
Options . . . . .	16
Credits . . . . .	17
Warranty . . . . .	21



## USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **MX Unleashed™** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **MX Unleashed™**.

If you have HDTV capabilities, you can run MX Unleashed™ in one of 3 High-Definition modes including 480p, 720p, or 1080i. To enable these modes you should first consult the documentation that came with your television to confirm which modes will work with your particular TV. Not all HDTV's support all 3 high-definition resolutions.

To enable or disable individual HDTV resolutions, you must run the Xbox Dashboard. To do this, remove the disc from the disc tray and then turn on the Xbox video game system. This will start the Xbox Dashboard. Choose "Video Settings" and then enable the appropriate video modes that you want to use when playing the game. If you enable more than one mode, the game will choose the highest resolution mode that is supported by your television.

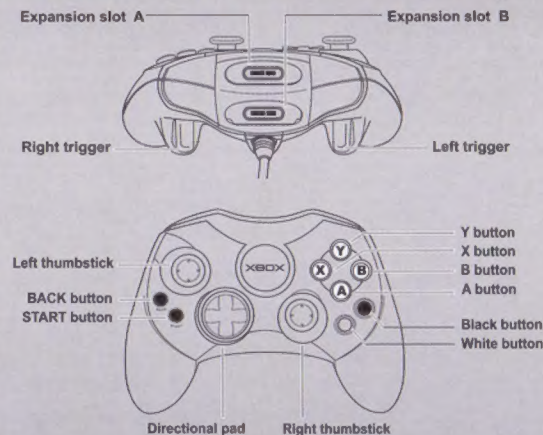
Next, you need to select the aspect ratio that matches your TV. Most HDTV's support the widescreen 16:9 aspect ratio.

### note:

If you select a mode and then start **MX Unleashed™** and your display is black or distorted, then your TV does not support the high-resolution mode you selected in the Xbox Dashboard.

## USING THE XBOX CONTROLLER

### XBOX CONTROLLER CONFIGURATION






1. Insert the Xbox Controller S into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller S to play **MX Unleashed™**.

### menu / interface controls










EFFECT	BUTTON
Highlight menu item	⬆ ⬇ ⬆
Change highlighted item	⬆ ⬅ ➡
Change menu item	⬛ / ⬛
Back	B button



## Basic Racing Controls

Gas	<b>A</b> button
Brake	<b>X</b> button
Clutch	
Preload Suspension	<b>↓</b> + <b>↑</b>
Steer / Lean	<b>←</b> / <b>→</b>
Shift Rider Weight	<b>↑</b> / <b>↓</b>
Reset Vehicle	 + 
Reverse	<b>A</b> + <b>X</b> button
Pause Game	<b>⏸</b> button

## Basic Trick Controls

<b>B</b> button +  ( <b>↑</b> / <b>↓</b> / <b>←</b> / <b>→</b> )
<b>Y</b> button + 
<b>B</b> button + <b>Y</b> button + 
<b>B</b> button +  + 
<b>Y</b> button +  + 
<b>B</b> button + <b>Y</b> button +  + 
<b>↑</b> + <b>↓</b> - Backflip
<b>↓</b> - Stop backflip
<b>↑</b> - Speed up backflip


## Trick Tips

*Holding tricks:* When you queue up a trick, you can hold the rider posed in mid-trick by holding down the buttons used to invoke the trick.





*Queuing up multiple tricks:* You can queue up multiple tricks prior to the first trick finishing. All tricks must be completed prior to landing or the rider will wreck on impact.

*Try to add tricks on top of a backflip for huge points.*

## Trophy Truck / Dune Buggy / Monster Truck Controls









Gas	<b>A</b> button
Brake	<b>X</b> button
Reverse	<b>A</b> + <b>X</b> button
Clutch	
E-Brake	<b>B</b> button
Steer	<b>←</b> / <b>→</b>
Preload Suspension	<b>↓</b> + <b>↑</b>

## Biplane Controls

Increase Throttle	<b>A</b> button
Decrease Throttle	<b>X</b> button
Left Rudder	
Right Rudder	
Return to home base (if on ground)	 + 
Bank Left / Right	<b>←</b> / <b>→</b>
Climb / Dive	<b>↓</b> / <b>↑</b>



## helicopter controls

Climb	<b>A</b> button
Descend	<b>X</b> button
Rotate Left	
Rotate Right	
Return to home base (if on ground)	 + 
Bank Left / Right	 / 
Increase / Decrease Speed	 / 

### Bike Racing tip:

To maximize your straight-line acceleration on your motorbike, learn to use the clutch! To accelerate quickly, press in the clutch, apply the gas and lean the rider back on the bike. When you let go of the clutch the bike will accelerate much faster than usual.

## INTRODUCTION

Rainbow Studios returns to their heritage to bring the definitive next-generation motocross game to life. Featuring enormous freeworld environments and an extensive racing career mode, **MX Unleashed™** is one big off-road playground. Go bar-to-bar with the top riders in the world through the Supercross and Outdoor Nationals series. For a little more intense action, battle it out with a monster truck, helicopter, or bi-plane in the massive freeworld environments. Littered with treacherous terrain and mini competitions like target jumping and machine races, **MX Unleashed™** is the ultimate product for adrenaline junkies.



## MAIN MENU

Once **MX Unleashed™** has been loaded, you will be at the Main Menu. Press up/down on the **○** to change the highlighted menu options below. Press the **A** button to select the item.

<b>Career</b>	Start an exciting Motocross career. Take on 14 race leagues and 5 freestyle competitions as you try to become the best. See page 8 for more details.
<b>Supercross</b>	Tackle the Supercross tracks. See page 11 for more details.
<b>Nationals</b>	Are you ready to compete in the Nationals? <b>MX Unleashed™</b> is ready to put you to the test. See page 11 for more details.
<b>Freestyle</b>	Tackle the tracks as you attack the course and try to pull-off some insane tricks. Take on 3 pro riders in a frenzied Hit or Run Objective and challenge a different machine in each environment in a point-to-point race. See page 13 for more details.
<b>Profile Manager</b>	<b>MX Unleashed™</b> allows you to keep up to 6 different profiles to track your progress in the game. Go to the profile manager to select the one you want to compete with. See page 15 for more details.
<b>Store</b>	As you compete, you will earn more points. Head to the store to buy more stuff like tracks and vehicles. Press the <b>A</b> button to purchase the item, press the <b>B</b> button to go back.
<b>Options</b>	Configure the game so you can play it just the way you want to. See page 16 for more details.
<b>Training</b>	Learn how to compete with the pros in six different training videos. Choose from the following, or select to play all of the videos:
<ul style="list-style-type: none"> <li>Basic Driving Skills</li> <li>Clutching and Turning</li> <li>Jumping and Preloading</li> <li>Tricks</li> <li>Racing Mode</li> <li>Freestyle Mode</li> </ul>	<p>Watch how to accelerate, brake, steer, perform wheelies and stoppies, and go through whoops.</p> <p>Learn how to use the clutch, ride the berm, and square up turns.</p> <p>Watch how to preload the suspension and how to pitch the bike mid-air. Figure out how to perform and land the tricks, including No Handers!</p> <p>Learn more about the game's racing modes.</p> <p>Learn what it takes to compete in the freestyle mode.</p>



# GAMEPLAY SCREEN

LAP COUNTER

POINTS

TRACK MAP



TRACK TIMES

TRACK POSITION

SPEED

## CAREER MODE

The career mode is made up of 14 race leagues and 5 freestyle competitions. The career is structured in such a way that you can make progress in your racing career independent of progress in your freestyle career.

### Racing career

The racing career is made up of 14 race leagues, six 125cc leagues and eight 250cc leagues. Over the course of your racing career, you will compete against the top 100 riders in the world. As an entry-level rider, you start out ranked #100 in the world. To increase your world ranking, place in the top 3 at the end of any available race league.



### The number one ranking

To become the #1 ranked rider in the world, you must compete in each league until you are able to place 1st overall in all 14 leagues.

#### Unlocking Cool Stuff through Career Mode

##### Tracks

**MX Unleashed™** has 46 unique race tracks. Most tracks are locked at the start of the career. Each time you unlock new race leagues by moving up in the Top 100 world ranking, you also unlock all the tracks to compete on as a part of those leagues. This allows you to practice individual tracks in single race mode as well as compete Fast Lap Attacks and Ghost Racing.

##### Fast 50 bikes

To unlock the 50cc class bikes, you must place first in the THQ World Supercross GP 125cc series.

##### 500cc bikes

To unlock the overpowered 500cc class bikes, you must place first in the THQ 250cc World Supercross GP.

##### Machines

To unlock 5 unique vehicles, including a dune buggy, trophy truck, monster truck, biplane and helicopter, you must defeat each one in a race across the terrain. Once a vehicle is unlocked you can take control of it to free-ride around the freestyle levels.

### Freestyle career

The Freestyle career is composed of 5 gigantic, free-roaming levels filled with a variety of objectives. Freestyle levels are made up of 4 basic sets of objectives: Hits, Runs, Tricks and Machine Races. Each level has 5 Hit objectives, 5 Run objectives, 1 trick objective, and 1 Machine Race objective.



#### Hit Objectives

Each hit is a single jump that has a designated take-off and landing zone. To successfully complete a hit, the bike must leave the ground inside the take-off zone and must touch down safely inside the landing zone.

A Hit Objective is a competition against 3 computer opponents to complete a group of 10 hits. The first rider to successfully complete all 10 hits first is the winner.

#### Radar Tip:



You can find the start zone for each objective on your radar by looking for its symbol.



To start a Hit Objective, look around the world for Hit Start Zones that appear as Green beams rising up into the sky. As you approach a Hit Start Zone, come to a stop inside the zone and the game will present you with the choice to start the objective.

Each Hit Objective you win unlocks the next hit objective, until you've unlocked all 5 in each level.

#### tip

You can pull the  +  triggers to attempt the same hit over again.



### Run Objectives

A run is a collection of hits laid out in order. To successfully complete a run, you must jump each hit in the run in order without missing a jump, or wrecking.

To start a Run Objective, look around the world for Run Start Zones that appear as Amber beams rising up into the sky. As you approach a Run Start Zone, come to a stop inside the zone and the game will present you with the choice to start the objective.

Each Run objective you complete unlocks the next Run Objective, until you've unlocked all 5 in each level.

#### tip

When competing in a run objective, you can pull the  +  triggers to retry the last jump attempted.

### Machine Race Objectives

In *MX Unleashed*™, you not only get to compete against motorcycles, but against a variety of other vehicles as well. Each freestyle level contains one unique vehicle for you to compete against in a 2-lap waypoint race.

To start a machine race, look around the world for Machine Race Start Zones that appear as Blue beams rising up into the sky. As you approach a Machine Race Start Zone, come to a stop inside the zone and the game will present you with the choice to start the race. When the race starts, follow the on-screen arrow to each

waypoint gate. To complete the objective, you must win the race. Each Machine Race Objective you complete unlocks that machine for free riding on all freestyle levels.

#### Racing tip:

*Remember that the fastest way to the next waypoint is not necessarily a straight line. It may be more strategic to go around a set of hills.*

### unlocking Additional freestyle levels

To unlock the next level in a Freestyle career, you must complete 3 of the 5 hit objectives, 3 of the 5 runs, complete the stunt competition, and win the machine race.

### unlocking machines for free-ride

Each level in the Freestyle career has a unique machine to race against. To unlock each machine for you to fly or drive, you must win the Machine Race against that vehicle. Once a machine is unlocked you can play with it in any of the freestyle levels by selecting Freestyle from the Main Menu. You can even load two of the same machine into a level so you and a friend can play split-screen.

### stunt objectives

Stunt Objectives are a timed 2:00 minute activity where you must achieve a specified amount of trick points within the 2:00 minute time limit. To find a Stunt Objective, look for a Purple beam rising up into the sky.

## SUPERCROSS AND NATIONALS RACING

Supercross is indoor stadium-based racing.

*MX Unleashed*™ features 24 unique indoor stadium Supercross tracks. In addition to the Supercross tracks, *MX Unleashed*™ includes 22 outdoor Nationals tracks to enjoy!



Racetracks are unlocked by competing in the career mode. Once a track is unlocked, you are free to race on it outside of the career. Each track supports up to two players via split-screen action.



Each Supercross and Nationals Race has several modes. Select from the following:

<b>Practice</b>	1 or 2 players can take an unlimited amount of spins around the track. Compete in a practice session before you hit the racetrack so you can really tear it up.
<b>Single Race</b>	1 or 2 players can compete in a 2 to 20 lap race.
<b>Ghost Racing</b>	1 player can compete in a Ghost Race in an unlimited amount of laps.
<b>Free Ride</b>	1 or 2 players can take an unlimited amount of laps around the track, just like Practice Mode. In Free Ride Mode, you are free to explore the environment and find cool jumps away from the track itself.
<b>Fast Lap Attack Mode</b>	<p>Fast Lap Attack is a great way to learn all of the Supercross and Nationals tracks in the game. It applies the Run Objectives found in Freestyle as a teaching tool designed for improving your performance on a racetrack.</p> <p>Each racetrack in the game has a number of approaches, or lines, that a rider can explore as he races around the track. Some lines are faster than others because you can better maintain speed or utilize a shorter path around a curve. Many of the fastest lines are quite challenging if you're a beginning motocross rider. That's where Fast Lap Attack comes to the rescue. A Fast Lap consists of a collection of freestyle hits placed on the track to illustrate where to jump and land as you go around the track in order to carry the highest possible speed.</p> <p>The objective of Fast Lap Attack Mode is to successfully complete a perfectly clean 1 lap run on each of the 46 racetracks the game has to offer. In doing so, you will become a force to be reckoned with when you race your friends.</p>

## FREESTYLE MODE

Bust out tricks and earn profile points you can spend in the store. Freestyle mode is open-ended with no time or lap limits. You can partake in a freestyle competition, hits, runs, and/or machine races. Freestyle mode is where it's at as you explore the courses and catch big air.

### Racing tip






*In the beginning, the only driving model is Race Physics. As you compete in Career Mode, you will unlock the Pro Physics model.*


## TRICK SYSTEM


### overview



**MX Unleashed™** includes tons of the latest motocross tricks. The basic trick control system allows you to map 24 of your favorite tricks to your current control scheme. For more information on re-mapping tricks, see the Options section on page 16.



### Basic trick controls



**B** button +  (  /  /  /  )

**Y** button + 


**B** button + **Y** button + 


**B** button +  + 

**Y** button +  + 

**B** button + **Y** button +  + 

 +  - Backflip

 - Stop backflip

 - Speed up backflip



### Trick Tip

*Holding tricks: When you queue up a trick, you can hold the rider posed in mid-trick by continuing to hold down the buttons.*

## special tricks

<b>Wheelies:</b>	Accelerate the bike and lean the rider back until the front wheel comes off the ground. Balance the wheelie by shifting the rider's weight forward/back.
<b>Stoppies:</b>	Go fast, apply the brakes and lean the rider all the way forward. The back tire will come off the ground. Balance the Stoppies by shifting the rider's weight forward/back.
<b>Back-flips:</b>	Press <b>↑</b> then <b>↓</b> quickly on the <b>○</b> or <b>Ⓛ</b> . Increase the back-flip rotation speed by pressing <b>↓</b> . Decrease the back-flip rotation speed by pressing <b>↑</b> .
<b>No-hander:</b>	To land a trick no-handed, perform a No-Hander trick (default <b>Y</b> button + <b>↑</b> ) and hold the trick mid-pose until the rider touches down. To end the No-Hander, let go of the trick button and the rider will resume steering normally.

## Trick scoring system

Each airborne trick is 2500 points per second.

### Additional trick methods include:

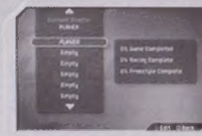
- Wheelies (1,000 per second flat rate)
- Stoppies (2,000 per second flat rate)
- Back Flips (10,000 per back flip flat rate)

The trick multiplier starts at a value of 1 each time the bike jumps. Each unique trick performed per jump adds 1x to the trick multiplier. Trick points are lost if the player wrecks on landing.

## PROFILE MANAGER

With **MX Unleashed™**, you can have up to six different profiles.

Profiles allow you to save your progress and profile points in the game and to track your best times. Profiles also allow you to save the gear, bike, and other information for your custom rider. You can configure everything - your rider's name, number, jersey, goggles, and even his gloves! When you go to the Profile Manager, you can see how much of the game you have completed, the percentage of races completed, and the percentage of the freestyle competitions completed.



<b>B</b> button	Back
<b>A</b> button	Create Profile
<b>X</b> button	Edit Profile
<b>Y</b> button	Delete Profile

## PAUSE MENU

While you are playing the game, press the **⏸** button to pause the action. Once you have paused the game, you will get a chance to select one of the following options:

<b>Resume</b>	Return to the action.
<b>Restart Activity</b>	Start the activity over.
<b>Switch to Machine</b> (Freestyle Only)	Once you've unlocked any of the machines, you can switch from the motorcycle to take over a machine.
<b>Player Options</b>	Enable or disable various items in the on-screen overlays or displays.
<b>Game Audio Options</b>	Adjust the audio settings.
<b>Quit Activity</b> (Freestyle Only)	Stop the current activity.
<b>Quit</b>	Leave the current race.
<b>Event Options</b> (Supercross and Nationals Only)	Customize the current event.
<b>Save Ghost/Load Ghost/Clear Ghost</b> (Ghost Racing Mode Only)	Save, load, or clear a Ghost when racing in the Ghost Racing Mode.
<b>Fast Lap Attack Instructions</b> (Fast Lap Attack Only)	View instructions during the Fast Lap Attack Mode
<b>Machine Instructions</b>	View instructions when driving any of the machines



# OPTIONS

In the Options Menu, customize the game so you can play it just the way you like it. Change the audio, the control setup - even the cheats!

<b>Game Settings</b>	Change the split screen, measurement system, collisions and display settings from this menu.
<b>Game Audio Options</b>	Select the stereo mode you want. You can also change the sound mix by selecting one of the presets or selecting one of your own.
<b>Jukebox</b>	<b>MX Unleashed™</b> comes with an awesome soundtrack. At the jukebox screen, you can select the songs you want playing as you race. On the Xbox™ video game system, you can play your own ripped tunes as well.
<b>Videos</b>	Select a movie to watch and press the <b>A</b> button.
<b>Controller Presets</b>	Want to change up the controls a little bit? Customize the controller setup here.
<b>Map Tricks</b>	You can perform all kinds of tricks on your motorcycle. Select the button combos to go along with your favorite tricks.
<b>Screen Adjustment</b>	Move the screen around to set it up just right for your television.
<b>Cheat Codes</b>	Got a cheat code? Enter it here.
<b>Hall of Fame</b>	See the fastest lap and track times.
<b>Game Stats</b>	See how long you've played the game, how much of the game that you've unlocked, and other game statistics.
<b>Load/Save Game</b>	Loads or saves <b>MX Unleashed™</b> game save data.

# CREDITS

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**Creative Services Manager**  
Kirk Somdal

**Graphics Specialist**  
John Trudeau

**Video Production Manager**  
Christopher Folino

**Video Production Coordinator**  
Paul Reese

### Public Relations

**Director - Media Relations**  
Liz Pieri

**Media Relations Manager**  
Kathy Mendoza

**Media Relations Coordinator**  
Kyle Walker

### Web Design

**Manager Web Design**  
Gordon Madison

**Web Designer**  
Ricardo Fischer

### Quality Assurance

#### QA Leads

Ian Dominguez  
Ko-Sheng Chen  
Nickolas Gardner  
Mark Vance

#### Core Testers

Rebecca "Becky" Andrews  
Jose Castaneda  
Enrique "Ricky" Castro  
Nars Del Rosario  
Stephen De Toma  
Colin Harmon  
Terrance Keller  
Joseph Lowry  
Jason Mahanes  
Alfred Ocampo  
Avi Pelc  
JP Prebuk  
Dioscoro "Dio" Rochino  
Bridget Roy  
Dan Ryan  
Theppong Sae-Long  
Peter Svenkerud  
Michael Villa  
Michael Wagner

**First Party Supervisor**  
Keith Michaelis

**First Party Specialists**  
Matt Ames  
Mark Aviles

Antonio Herrera

### QA Supervisor

David Sapienza

**QA Technical Supervisor**  
Mario Waibel

**QA Technicians**  
Brian McElroy  
James Krenz

**Mastering Lab Technicians**  
Charles Batarse

Jon Katz  
Glen Peters

**Database Applications  
Engineer**  
Jason Roberts

**Director, Quality Assurance**  
Monica Vallejo

**Clear Channel Entertainment  
Motorsports**

Charlie Mancuso  
Tim Murray  
Ryan McStadden  
Scott Mendel  
Mike Travi  
David Muye

**Packaging Layout/Design**  
Origin Studios, LLC

**Instruction Manual**  
Keith M. Kolmos

### Special Thanks

Brian Farrell  
Germaine Gioia  
Laura Naviaux  
Lisa White  
Richard Watts  
Amber McRae  
G&M Plumbing  
Steve Rechenmacher  
Jim Kennedy  
Careen Yapp  
Leslie Brown  
Brandy Carrillo  
Tami Averna  
Amy Bernardino  
Jack Suzuki  
Eyad Orabi  
Randy Eckhardt  
Forward Never Straight  
Productions

### Industry Thanks

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Suzuki  
KTM  
Hylton Beattie



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Bob Moore  
Steve Astephene  
Bobby Nichols  
Mark Reynolds  
Matt Cwieka  
Ron Heben  
Steve Bruhn  
John Fullerton  
Malcolm McCassy  
Tom Carson  
Joe Aiken  
Adam Campbell  
Chris Stangl  
Ryan Smith  
Mike Farmer  
Andy Bell  
Kurt Haller  
Thad Josey

## RAINBOW STUDIOS

**Game Designer**  
Robb Rinard

**Technology Lead**  
Mark DeSimone

**Lead Programmer**  
Glenn O'Bannon

## Game Programming Team

Jason Bucher  
Jose Martinez  
Eric Patrick  
Jason Rego  
Tom Shepherd  
Lorna Sprenger  
Matthew Weissinger

**Physics Programmer**  
Rick Baltman

**Technology  
Programming Team**  
Mike Chow  
James Comstock  
Doug McNabb  
Houman Meshkin

## Tools Programming

Dennis Booth  
Matt Keale  
Michael Klucher

## Additional Programming

Bill Nolan  
Eric Dickinson

## Lead Artist

Paul Rheinfelder

## Artists

Shaun Bell  
Dave Dwire  
Stanley Fuka  
Jack Joseph  
Leslie Keys  
Robert Kinnaman  
Jon Roberts  
Scott Whitworth

## Animators

Jim Panzer

**User Interface Design**  
Brian Coonce

## Additional Artists

Chris Baranowski  
Bruce Hall  
Danny Keys  
Bryan Moss  
Stephane Roncada  
Tom Granberg

## Concept Art

Andre Kirk  
Carlos Sanchez

## Audio and Sound Design

Tim Benson  
Michel Henein  
Dave Lowmiller

**Engine Sound Design**  
Robb Rinard

**President of Product  
Development**  
Scott Novis

**Senior Producer**  
Robert Baumsteiger

**Director of Programming**  
Travis Hitterbrand

**Director of Art and Animation**  
Brad Ruminer

## Manager of Production Services

Jessica Hanson

## Administration and Support

Christine Bryan  
Dave Favier  
Marji Lent  
Cecelia Merrill  
Josh Temple

**Quality Assurance Manager**  
Travis Riffle

## Quality Assurance

Chris Gabrish  
Jess Heint  
Andy Wittekind

## MX Sound Talent

Nick Beaver  
Kevin Harshman

## MUSIC

**1. Pax 217 "AM"**  
"A.M."

Performed by Pax 217  
© 2000 Starstruck Music (ASCAP)  
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Music Publishing

**2. Relient K's "College Kids"**  
"College Kids"

Performed by Relient K  
Written by Matthew Thiessen  
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**3. Cinder/ Soul Creation**  
"Soul Creation"

Performed by Cinder  
By Kenny Craig, Roger Young and Jason  
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**4. Flaw/ Get Up Again**  
"Get Up Again"

Performed by Flaw  
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Christopher Ballinger, Jason Daunt &  
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**5. Ra/ Do You Call My Name**  
"Do You Call My Name"

Performed by Ra  
Written by Sahaj Ticotin -  
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OGW Music © ASCAP © © 2002  
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**6. Trust Company/ Downfall**  
"Downfall"

Performed by Trust Company  
By James Fukai, Joshua Moates, Kevin  
Palmer and Jason Singleton  
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**7. Depswa/ From The Inside**  
"From The Inside"

Performed by Depswa  
Words and Music by  
JEREMY BRIAN PENICK,  
RYAN BRADLEY BURCHFIELD,  
DANIEL S. NOONAN,  
GORDON CHARLES HECKAMAN  
Published by UNIVERSAL MUSIC CORP.  
on behalf of itself and EQUILIBRIUM MUSIC  
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**8. Hoobastank/ Out Of Control**  
"Out Of Control"

Performed by Hoobastank  
(Doug Robb, Daniel Estrin, Markku  
Lappalainen, Chris Hesse)  
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And Spread Your Cheeks  
And Push Out The Music (ASCAP)  
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**9. Breaking Benjamin**  
"Natural Life"

Performed by Breaking Benjamin  
Written by Ben Burnley  
Breaking Benjamin Music  
c/o Entertainment Services  
Courtesy of Hollywood Records  
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**10. Trapt "Headstrong"**  
"Headstrong"

Performed by Trapt  
Written by (Christopher Brown,  
Simon Ormandy, Peter Charrell)  
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AND TRAPTISM (SESAC)  
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With Warner Strategic Marketing

**11. 3against1 "It's Over"**  
"It's Over"

Performed by 3against1  
Words Written by Mark Weiss,  
Music Written by Mark Weiss &  
Arnaud Lemaire  
Performed by Mark Weiss, Arnaud Lemaire,  
Saul Ashley & Jeff Williamson  
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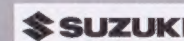
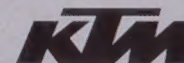
**12. Dillusion "New Root"**  
"New Root"

Performed by Dillusion  
Written by: (Jason Evigan,  
Casey Crescenzo, Cary Garwood,  
Ben Paul, Pat Ridge and  
Emily Belgard) © 2002  
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**13. Otis "Lonely Day"**  
"Lonely Day"

Performed by OTIS  
Written by Ryan Jarred and  
Cal Campbell

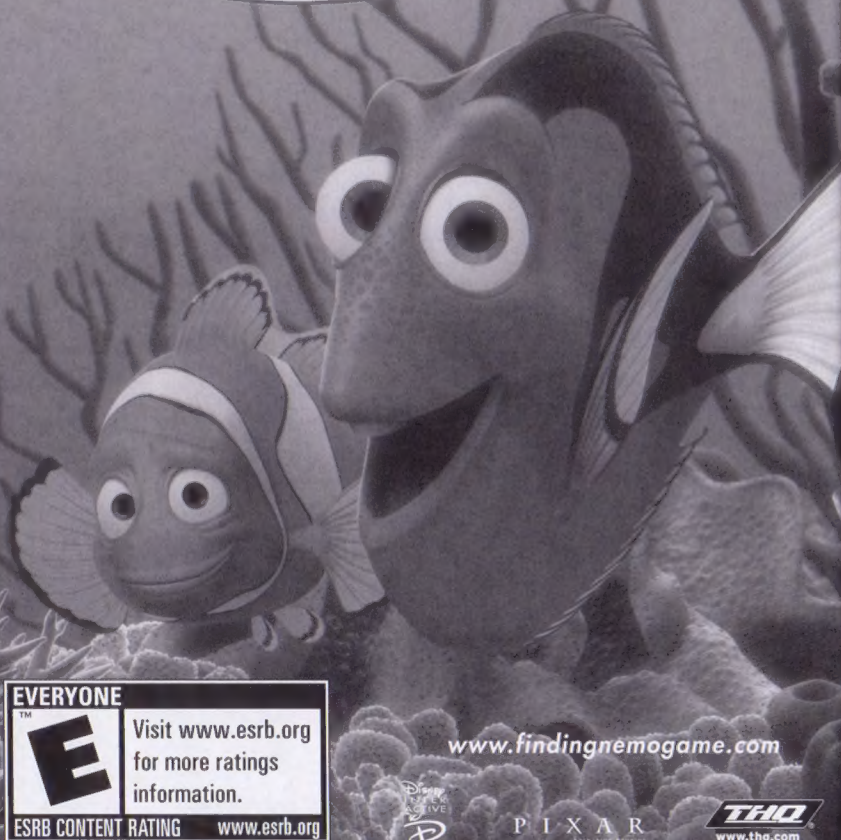
Motorcycles included in this game may  
be different from the actual motorcycles  
in movements and performance.  
Don't imitate the riding and movements  
shown in this game. And remember,  
when riding a motorcycle in your real  
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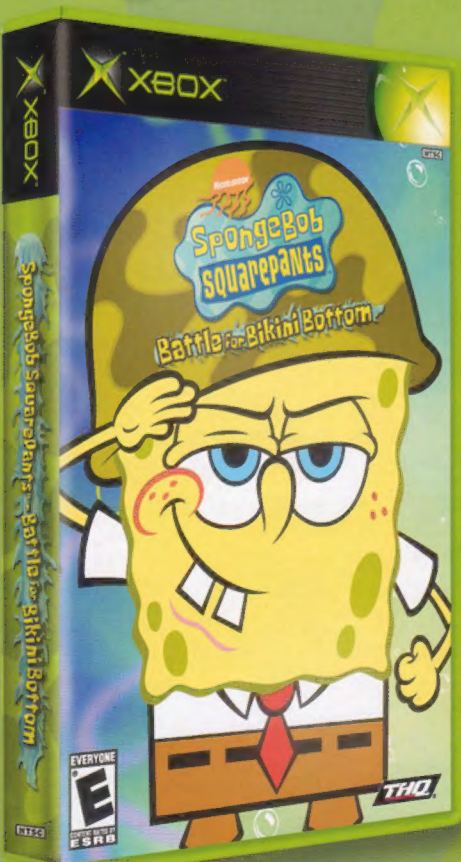
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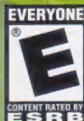
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